

# THE AMERICAN GO JOURNAL

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## MENJO RENG0

The Rengo or partnership game reported below was played by the diploma-holders after the awarding of degrees reported in our last issue. Takao Matsuda, Godan, and Nathan Fine, Shodan, played White and won against Koshi Takashima, Nidan, and Ralph Fox, Shodan.

Such games, as most of our readers know, are played without consultation; in this case, a strict time limit of one minute per play was observed - two circumstances which explain why the game is not at all points up to the highest abilities of the individual players.

The comments are by the Japanese masters Yoshikatsu Fujimura (5th degree) and Go Hasegawa (4th degree). The initials at the head of the Korschlet columns identify the player of each stone.

Black	White	Black	White
KT	NF	RF	TM
1 R16	2 D17	3 P16	4 R5
5 D4n	6 D15	7 P4n	8 Q3
9 P3	Q2	11 L3	Q6
13 R10n	K17	15 J16n	K16
17 J15	K15	19 J14n	K14n
21 J12n	R12n	23 K13n	Q11n

\*5 D4. Strong. Q3 might have been played instead, preparing to follow up with \*R10 - a good extension from the upper corner-formation, as well as a further attack on °4, assuming that °6 would occupy the lower left corner. However, °5 D4 was fully satisfactory.

\*7 P4. Poor because it provokes °8. The °R5 - Q3 formation is an immediate gain for White. The correct black play was Q3 - see note on °5.

\*13 R10. Good. °K17 might also have been chosen.

\*15 J16. The shoulder attack is too early. Such a play is not made until the positions of the game become clearer. In this light °M17 would have been

better than J16. The best placement would have been C10 - calm and big. 15 J16 changes the course of the game completely. It is a questionable play.

\*19 J14. After °15, 15 - 19 is a natural sequence.

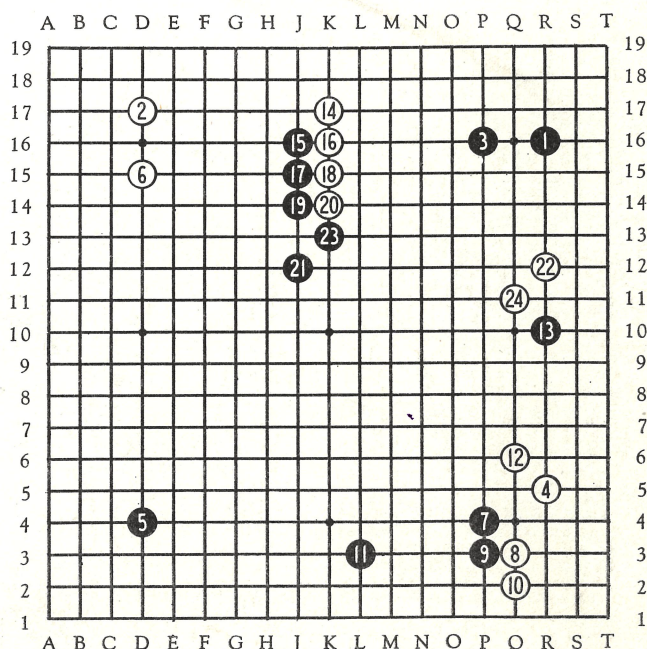
\*20 K14. It would be better to play the knight's jump to H18; there is no reason why W should fear to play this extension. If B plays K14, W could reply M15, or tenuki.

\*21 J12. Bad. B should answer °20 with an extension to J13.

\*22 R12. This is inconsistent with the previous line of play - it lacks continuity or follow-up, especially in view of B's error at 21. Perhaps the only explanation possible is that this was a Rengo. °J13 would have been correct, then °H13, °K13, °H12. White would have a strong position and a relatively easy game thereafter.

\*23 K13. Very good.

\*24 Q11. White must continue this line of play, otherwise the invasion at °22 becomes meaningless. Although this line is difficult, W must compensate for the loss in over-all position consequent upon °23 K13.



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(continued on next page)



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Membership in the Association is \$4.00 per year; in 1955 the Japanese Go Journal (in English) will be distributed to members.

Black	White	Black	White
KT	NF	RF	TM
25 P9	O10	27 O9	N10
29 O6n	N9	31 N8	M8
33 N7	C10n	35 J17	N17n
37 O12n	P10	39 Q10	P12
41 O14	Q17n	43 P17	P18
45 O18	Q18	47 O17	Q16
49 Q15	S17n	51 R14n	N18
53 O19	S16	55 L8n	L13
57 M14n	K12n	59 J13	L14
61 M12	L12	63 M11	L9n
65 M16	J18	67 O11	P11
69 H18	L18	71 J19n	N16
73 N15	P14n	75 P15	L10
77 K18+n	M17	79 L11n	K11
81 P13	H10n	83 E10	D12
85 C9	B9	87 B8n	D9
89 C8	D10	91 H11	J10
93 D18	E18	95 C17	C18
97 C13n	C16	99 D13	E13

°29 O6. This point is not of immediate importance, and a play here is too defensive, allowing °30 N9 and °32 M8 - which improve the strength of W's position considerably. B should have pushed once more with 29 N9, then when °M10, °M13, dividing the white groups.

°34 C10. This is oba and not bad, but H13 would have been better. Then if B does not fill and plays H12, W gets a play at L13 with sente. Other possibilities were °34 D12, or D10.

°36 N17. O17 would have been better, whence °P17, °O16.

°37 O12. B should have played O17.

°42 Q17. Unreasonably aggressive; P18 would have been enough. Divided by °43 P17, the white group on the left will suffer. °48 Q16 causing two weaknesses at P15 and R15 is a temptingly

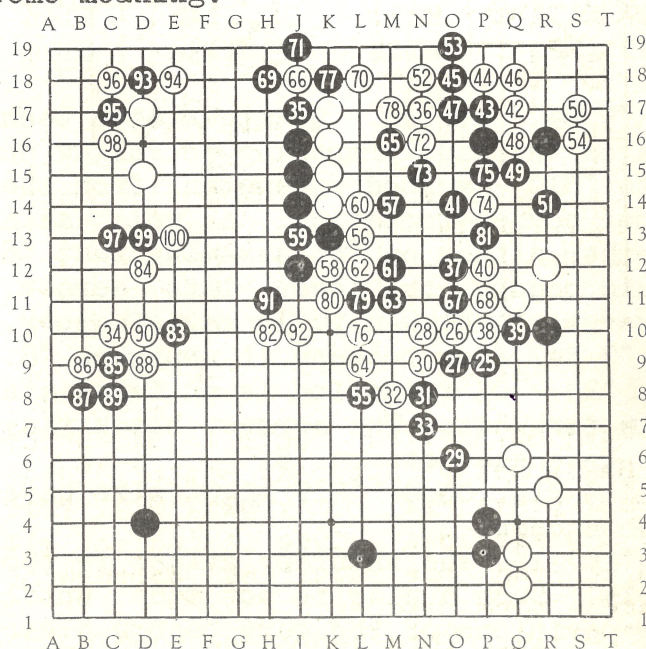
strong intention of °42, but since either the white group on the left will suffer or the corner will be captured, °42 was not really possible.

°50 S17. This play, at this difficult and error-prone point of the game, could not be omitted.

°51 R14. Better N16 - W would have found it very difficult to live. The unreasonableness of °42 becomes apparent.

°55 L8. This is an odd play, without rhyme or reason. °M14 or M13 would have defended Black's group and made it difficult for White to live.

°57 M14. Again odd. There was no threat here. °L12 would be simplest and best, whence °M13, °M12 and White is cramped. With this line of play, B would be completely connected, W in danger, and °55 L8 would have taken on some meaning.





°58 K12. This, followed by °60 L14, gives a feeling that W is saved and the black group threatened. B's error at 57 and these white plays have reversed the situation.

°64 L9. B's position has collapsed.

°71 J19. Not important at this time.

°S15, strengthening Black's group with sente, would have been correct.

°74 P14. Better not played.

°77 K18+. Better M17 first, forcing °M18, then °K18+.

°79 L11. To play here now is a loss. Could have been played later from outside with more advantage.

°82 H10. Lacks punch. Did W fear the cut at K10? There is no such play, for W could answer J11. W should have played E10 or C6.

°87 B8. Should have been played as in Figure 1. B would still have a game because of a large potential territory in the lower left corner.

°97 C13. Should have been at D16. B can then live in the corner, and the chain on line J will not die - please see Figure 2.

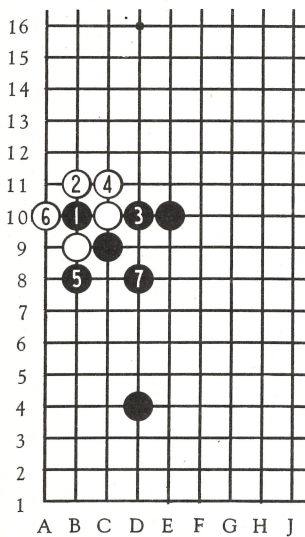


Fig. 1

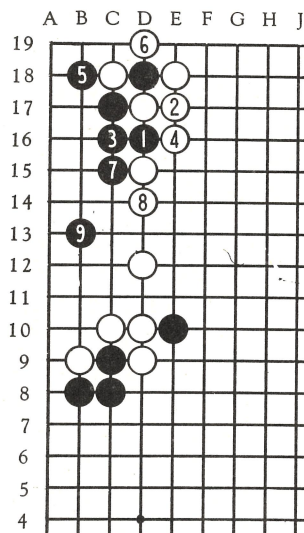


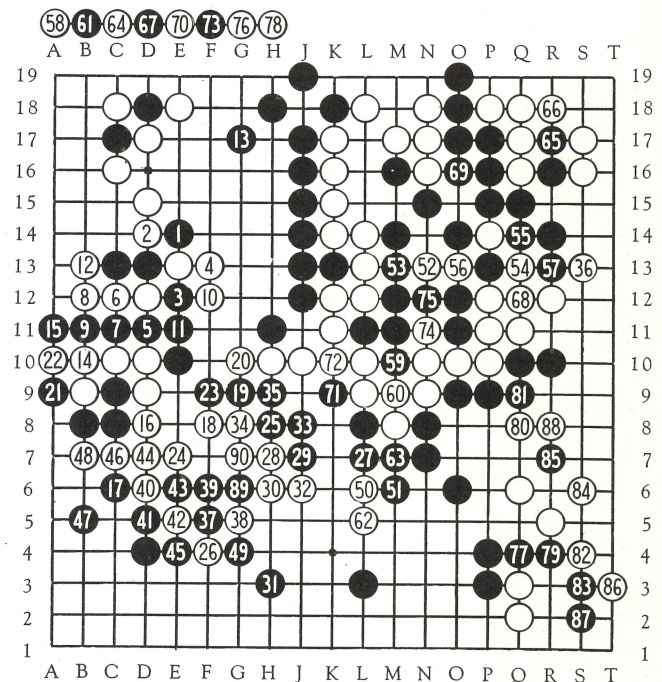
Fig. 2

°113 G17. Soft. There is no chance of Black being captured. Better °E9+4. When W plays F11, B may play G17. This was a great loss since it led to °114 and 116 and the eventual capture of Black's three stones.

°121 A9. This serves no purpose.

Black	White	Black	White
KT	NF	RF	TM
101 E14	D14	103 E12	F13
105 D11	C12	107 C11	B12
109 B11	F12	111 E11	B13
113 G17n	B10	115 A11	D8
117 C6	F8	119 G9	G10
121 A9n	A10	123 F9	E7
125 H8	F4	127 L7	H7
129 J7	H6	131 H3	J6
133 J8	G8	135 H9	S13
137 F5	G5	139 F6	D6
141 D5	E5	143 E6	D7
145 E4+	C7	147 B5	B7
149 G4	L6	151 M6	N13
153 M13	Q13	155 Q14+	O13
157 R13	P14+	159 M10	M9
161 P13+	L5	163 M7	P14+
165 R17	R18	167 P13+	Q12
169 O16	P14+	171 K9	K10
173 P13+	N11	175 N12	P14+
177 Q4	P13	179 R4	Q8
181 Q9	S4	183 S3	S6
185 R7	T3	187 S2	R8
189 G6	G7	-	-

The large black group on the upper right was finally captured after a Ko fight. It could have lived had Black played S15 (forcing a corner reply) and then °S13.





## 1954 HONINBO TITLE MATCH GAME

White: Sugiuchi, 7th Dan

Black: Honinbo Shukaku, 7th Dan

Played May 16th and 17th, 1954

Sugiuchi resigned.

The comments are by Honinbo Shukaku.

Translation by Koshi Takashima, Nidan.

As in all Honinbo title match games, a 4 1/2 point handicap was given to equalize the advantage of first play and prevent a draw.

Black	White	Black	White
1 Q16	Q3	51 P11	T17
3 D16	C5	53 S18	S10
5 Q5	R5	55 M12	M13
7 R6	R4	57 L12n	J18
9 Q6	P4	59 H18	K18
11 Q10n	L17	61 G17n	D9
13 J17	O17	63 D7	F5n
15 P17	O16	65 F7	F9n
17 Q14	D3	67 E4n	D6
19 K3n	C14	69 E6	E5
21 J15n	L15	71 D4	F4
23 C16	C11	73 D5	C6
25 G3	R17n	75 C4	F3
27 P18	R15	77 E3	B4
29 Q15	R14	79 B3	E2
31 R16	S16	81 C3	C7
33 R13	S13	83 D2+	G2
35 S17n	S15	85 O3	P3
37 R18	R12	87 N18	O18n
39 Q13	R10	89 O19	M18
41 R9	R11n	91 N17	N16
43 S9	M3	93 M19	M16n
45 K13	N13	95 M4n	N4
47 Q4n	R3	97 L4	N5
49 N12n	O13	99 H7	J6

\*11 Q10. \*R10 would be more usual; Q10, however, balanced the high play at D16 and Q16.

\*19 K3. If °C10 instead, then °K3.

\*21 J15. If \*F16 instead, then Figure 1. Later °A, °B or else °B. Black plays 21 and 23 to avoid this development.

°26 R17. Sugiuchi commented that °M3 instead was necessary. °26 - °39 gives Black powerful outside influence.

\*35 S17. If \*S12 instead, then °S14  
°R12, °S18. It is hard to say which  
line of play is better.

°42 R11. By this play White seeks to gain sente so that he can play the last big territory point (oba) at M3. But °42 is not good, for this is not a safe form. He should have played S11 instead.

\*47 Q4. Now if \*48, then B plans to invade later at 03; if \*P3 instead, then \*R3 and Figure 2.

Figure 2: \*7 is sente. After \*17, W is lost. Therefore W cannot answer \*9 with °10, but rather at 16, to which B replies at 10.

\*49 N12. A big mistake - °013 was called for - then if °012, °N12 - or if °N12, °S11 and Figure 3.

Figure 3: if after '10, 'Q11, then Figure 4. If '3 at 4, then Figure 5.

Figure 4: \*17 fills at P11, and \*19 fills at 8. White saves half his group but with gote.

Figure 5: \*7 fills at 2. After °16, White saves the whole group.

\*57 L12. Bad - \*K18 would have been right. If then °J14, see Figure 6 - W would be in trouble. As a result of this weak play, W is able to make his group safe with sente through °58 and 60, then play 62 to protect the left side.

\*61 G17. Necessary - if B tenuki,  
then Figure 7.

Figure 7: After °9, W wins on one side or the other. Figure 8 would be a better line of play for Black, but still costly.

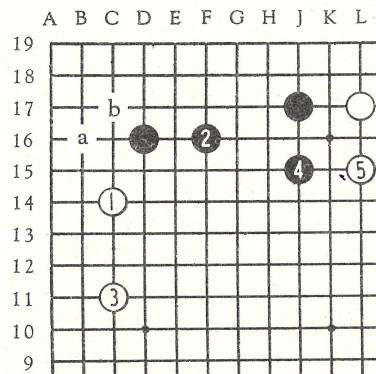


Figure 1



# 1954 Honinbo Title Match Game

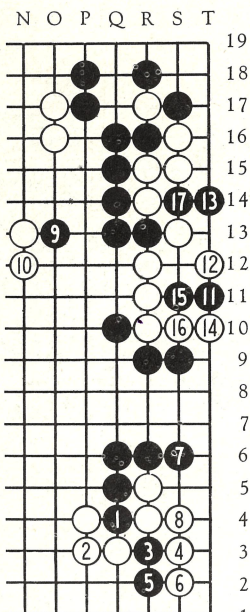


Figure 2

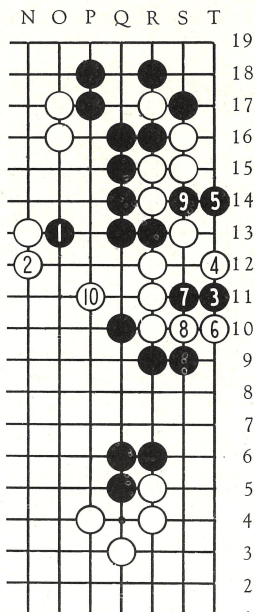


Figure 3

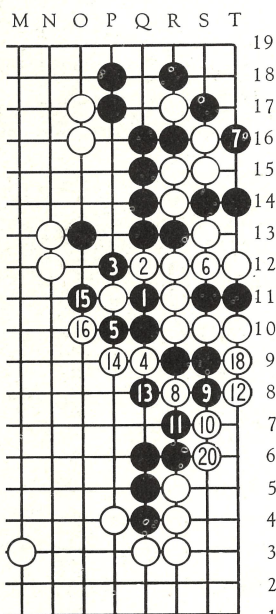


Figure 4

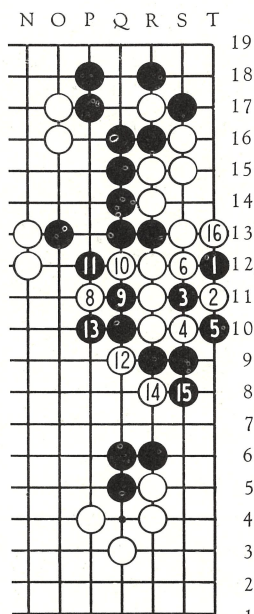


Figure 5

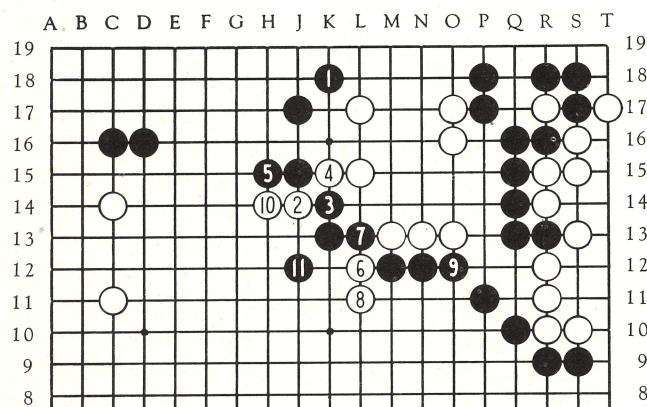


Figure 6

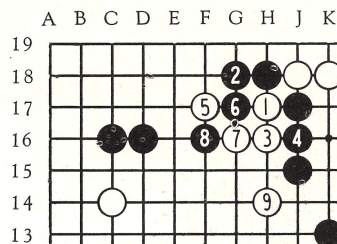


Figure 7

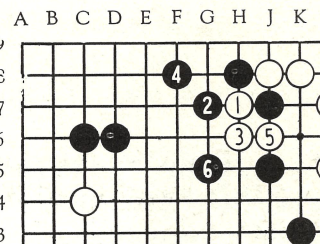


Figure 8

°64 F5. To connect by means of °C7 would be big, but not enough to swing the game in White's favor, so White attacks °63 planning to advance into the center. This play also threatens a follow-up at F3 against Black's position on the lower border. Actually this is not too good - if °F3, then °F2, °E2, °F4, °E4 and Ko. W cannot win the Ko because B has too many Ko-threats. °64 F4, °65 G4, °66 F5 would have been a better line for White.

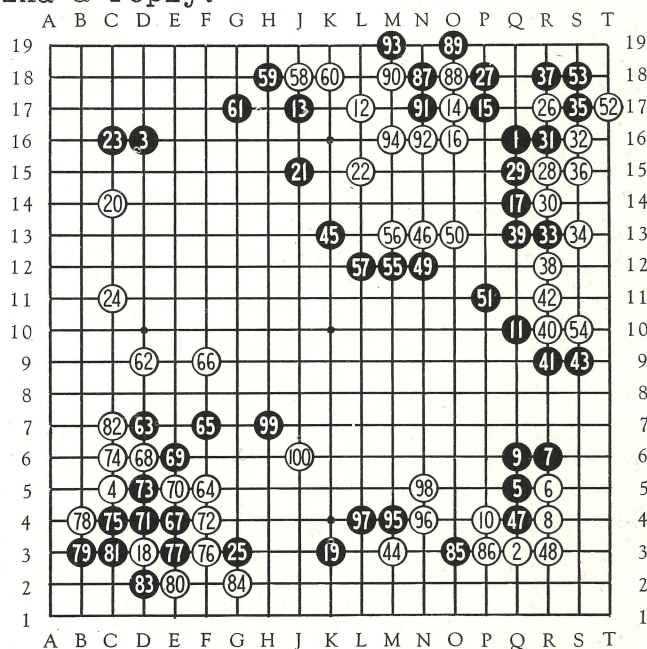
°66 F9. The sealed play ending the session.

°67 - °84. B captures the corner, but leaves his side position and the two stones on line 7 weak. Not a bad line of play for Black, however.

°88 018. Poor - better M18, whence °N17, °N16, °018 and °M17.

°94 M16. If instead M17, then °L19, or if °L19, then °M17 and Ko.

°95 M4. If °H7 instead, °K4, whence °J4, °K5, °L3, °M4. After °M4 in this sequence, Black would be hard put to find a reply.



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(Continued on page 57)



# HANDICAP FUSEKI

Another instalment of "New Fuseki" from 4th Dan Masui's work "Igo Super-Speed Improvement Method". The translator is Professor L. S. Yang, Shodan.

## An Eight Stone Game

White	Black	White	Black
1 Q13	N17n	51 L13	O13n
3 R6	O4n	53 K14	H14
5 F3	D6n	55 G13	H13
7 C14	R16n	57 H17	J14n
9 F17	D14n	59 K15	J16
11 D13	C15n	61 J15	H15
13 E14	D15	63 H16	G12
15 E13	E17	65 F12	K12n
17 F16	E18	67 G11n	H12n
19 D8	E3	69 F11	L16
21 F4	F10n	71 M15	E11
23 F8	H10	73 M8	D9n
25 C3	C4n	75 C8	C12
27 E2	D3	77 C13	B9
29 D2	C2	79 B8	B13n
31 K10	P12n	81 B14	B11
33 P13	O12	83 C9	C10
35 N14	R5	85 B16	B15
37 Q6	Q8n	87 A15	B17n
39 P7	N9n	89 B18	C17n
41 N7	S5n	91 A17	F18
43 G9	G10	93 G18	C18
45 J8	K11n	95 A18	J18
47 L11	J11	97 F19	F15
49 L12	K13n	99 E15	G15

\*2 N17. O16 would be more effective against \*Q13.

\*4 O4. Better than N3, but \*4 R5, \*5 Q6, \*6 O4 would be still stronger because the forced \*R6 - Q6 formation becomes burdensomely heavy. With the handicap on Q10, separating the whites, it is an ideal set-up for Black.

\*6 D6. Master Masui again indicates a preference for the identical development as recommended in the previous corner.

\*8 R16. Better \*C15, \*D14, \*F16.

\*10 D14. Stronger to play \*C15 or E17. Then after \*D14 or F16, \*E15.

\*12 - 18. Weak. \*16 F16 is better; then if \*G16, \*F15.

\*22 F10. Better \*F6 - to begin from one's influential side.

\*26 C4. Better to play D2 to cut W into two. After \*D2, if \*27 C5, then \*28 D5, \*29 C6, \*30 C7. W may live in the corner, but the outside influence of Black will be tremendous.

\*32 P12. Better J9, to be followed by \*F6.

\*38 Q8. Better O6 or M13. If \*M13, then \*M14 and \*L13.

\*40 N9. Poor. Should play M13, or 40 N7 - to block White's escape.

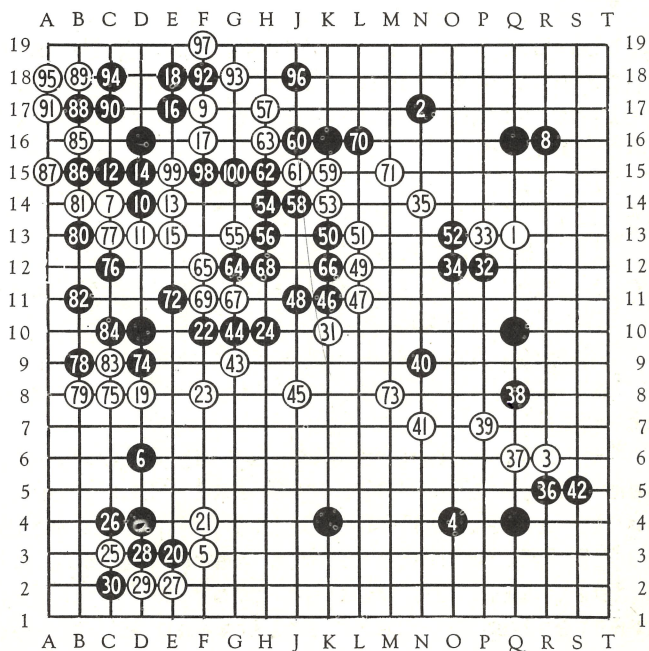
\*42 S5. This prevents a W attack at R3, but it is not so important now. If W does attack at R3, then B replies with S4, permitting W to live in the corner while strengthening B's outside wall. The correct play was \*42 M13.

\*46 K11. Better H13, threatening a cut at E15.

\*50 K13. Poor, better J14. \*K13 builds up W, and makes it easier for him to defend against an attack at M13.

\*52 O13. Again poor; it gives W an opportunity to attack the blacks in the center.

\*58 J14. Bad. Better H16 to connect. If, after \*H16, \*J15, then \*H15, \*J16,





## Handicap Fuseki

\*J17. B will have a connection either through K15 or G17.

\*66 K12. Should play L16 instead - then if \*K12, \*J12.

\*67 G11 and \*68 H12. Both players should have occupied the vital point L16.

\*74 D9. Very poor. \*C13 was called for, whence \*C12, \*B14+, \*B13, \*F15, \*E15, \*G14, \*F14, \*G15, \*E16, \*B10 and the situation will be difficult for W.

\*80 B13. No, \*D12 would have made safe without provoking a battle for the corner.

\*88 B17. With \*B18 instead the corner group would live. \*B18, \*C17? \*C18 \*D17, \*D18 and W cannot cut at E16 because then \*B17.

\*90 C17. Since Black has many Ko threats, he should have played for Ko at C16 instead.

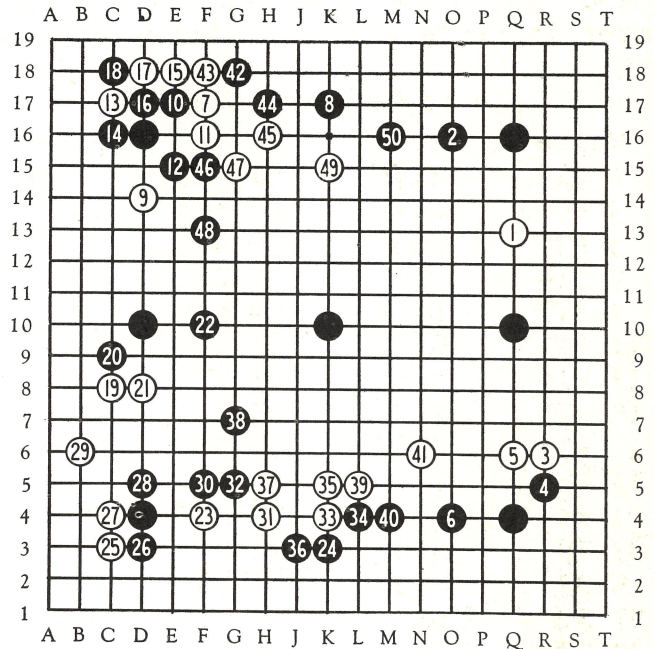
White	Black	White	Black
101 E16	E19	105 D17	C16
103 G19	C19	107 A16	-

The record breaks off with \*107. At this point Black's corner is lost, but the comment reads that B finally lost the game because of poor end-play.

\*42 and 44. Good strong play.

\*46 F15. Threatens to cut off the whites below. \*46 and 48 are sound and solid.

Should White continue with 51 N13, then \*L14; or if \*51 L14, then \*N13.



Study Number One

## TWO SEVEN STONE FUSEKI STUDIES

### Study Number One

\*8 K17. Better than E17. It is a double-purpose play - extending B and restricting W. Note that if there were a black stone at K16, \*8 E17 would be recommended.

\*13 C17. If instead \*E16, \*14 D15. \*15 D17? \*C17, \*E18+ and \*D18.

\*19 C8. Because this is so far from the corner \*20 and 22 are good replies.

\*24 K3. Good.

\*26 D3. To separate \*23 and 25.

\*31 H4. If instead \*G5, Black can cut at G4.

\*33 K4. Should W play H5 instead, then \*K5, \*H7, \*G7, \*G8 and \*H6, ending in a favorable position for Black.

\*35 K5. W dare not attempt a cut at L3 instead. It would provoke \*36 J2, threatening a black follow-up at M3 or J4.

### STUDY NUMBER TWO

White	Black	White	Black
1 O17	K17	23 J12	M11
3 Q13	P17	25 O11	Q8
5 O16	P15	27 O7	Q6
7 L15	J16	29 G4	K3
9 O13	O15	31 D6	E5n
11 M16	N14	33 C3	C4
13 O10	M13n	35 B4	B5
15 K14	H14	37 B2	A4
17 L12	M12	39 B3	C6
19 L11	N10	41 F3	Q11n
21 O9	L10	43 Q12	R15n

\*14 M13. This play forces \*15, whereupon B continues profitably at 16 - harrassing W on both sides. Should W continue with 17 J13, then \*H13, \*J12, \*M11. Also good for Black.

\*32 E5. Strong and good.

\*42 and 44. The purpose of these plays is to make it difficult for W to form eyes in this area.



# Seven Stone Fuseki Number Two

White	Black	White	Black
45 O3n	O5	69 M6	N8
47 R3	Q3	71 O8	L6
49 Q2	P2	73 N4	N5
51 S2	Q1	75 L5	K6
53 R2	P3	77 M5	M3
55 S6n	M7	79 K5	J6
57 R9	Q9	81 J5	G6
59 S11	S13	83 H5	H6
61 S12	R13	85 C12n	C11
63 R12	R8	87 D12	C15
65 S9	S8	89 E1On	E11n
67 N6	M4	91 D11	C10

°45 O3. If instead O5, then °O3.

°55 S6. This secures W in the corner, but it leaves the whites on the outside under attack.

°85 C12. Should W invade at C14 instead, then °C15, °D14 and °F16!

°89 E10. °89 F12? °90 F10 - Black encloses territory, White does not. °89 E10 is unreasonable.

°90 E11. Correct - the resulting ladder is in Black's favor.

After °92 White is in a tough position. He can secure his various groups but has very little territory.

## FIVE STONE FUSEKI STUDY BY IWAMOTO

An opening from "An Introduction to Go" by the 8th Dan Iwamoto. Master Iwamoto was Honinbo 1946 - 1948.

(Also contributed and translated by Professor Yang.)

°2 D10. It is acceptable to play this instead of the more usual O16.

°4 P15. B's intention is to separate the two whites. If °5 R17, Black must continue, consistent with his strategy: °6 Q17, °R16, °R15, °S15, °R14 - to isolate °1 and 3. If instead after °5 R17, °R16, °Q17, °O15, °N16 - the position is poor for Black.

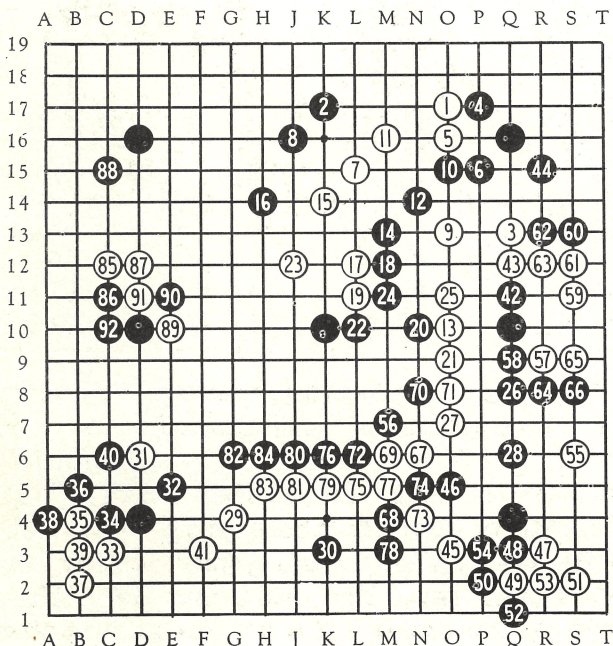
°12 R9. This would be "the" play for White, and is therefore the best placement for Black.

°14 Q7. To answer boshi (capping) with keima (knight's jump) is a safe response.

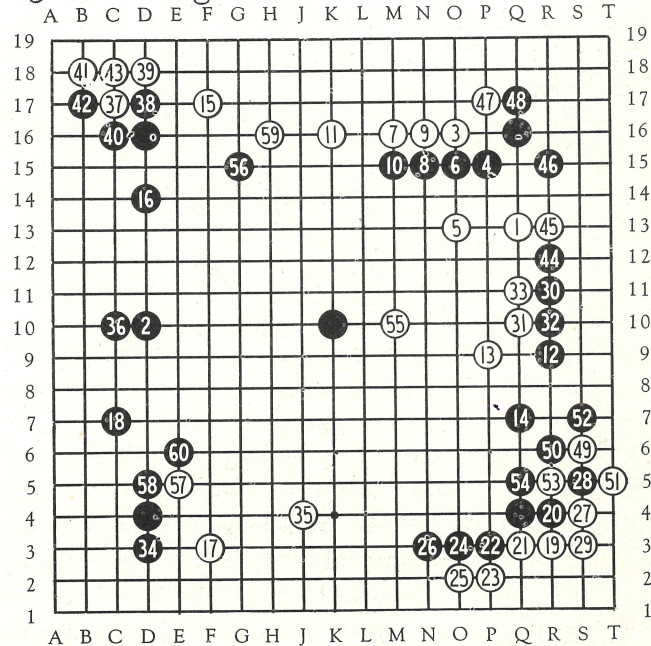
°16 D14. B could have played C13 or D13.

°18 C7. At this point the third line is played to balance the side in view of the high D14.

°20 R4. Correct. It would be wrong for Black to permit the opponent to invade the side already partly enclosed by black stones. For instance °19 R3, °Q3, °R4, °R5, °S5, °R6, °Q2, °P2, °R2 °O3 is not good for Black.



1 - 92



1 - 60

(Continued on page 57)



# 1954 Honinbo Title Match Game

(Continued from page 53)

Black	White	Black	White
101 L6	J7	139 E7	B8
103 G9	G10n	141 A6	C9n
105 H9	J4	143 B7+5	B15
107 M7	H6n	145 B16	J16
109 D12n	C12	147 N8	O8
111 F10n	E9	149 N9	L2
113 G6	H10	151 D14	H16
115 J10	F11	153 G16	H17
117 G5	G4	155 G18	D13
119 H5	H8	157 E13	C13
121 G8	G7+	159 E14	A16
123 L19	K16	161 A17	A15
125 H7+	H4	163 B17	Q9
127 J8+	J5	165 P9	S7
129 J2	H2	167 Q8+1	S6
131 B5n	B6	169 L3	M2
133 A4+	N7	171 G7	E1
135 C8	N6	173 B9	B10
137 L7	F6	175 A8+1	Res.

°104 G10. This lost the game - °J4 was the right place. If then °F10, °E9 °G10, °G8, which is not good for B - so instead of °F10, °G8 would be better for Black.

°108 H6. Poor again - if W instead made safe with °J3, the game would be very close.

°109 D12. Threatening to cut with F10 next.

°111 F10. Now if °F11, then Figure 9. In any event, W has no chance to win after his poor play at 104 and 108. Figure 9: If White at 6 instead of 3, then Black at 3.

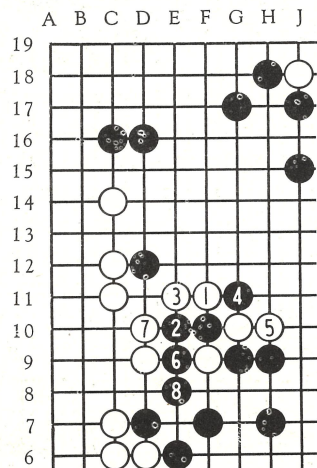


Figure 9

°131 B5. Would it have been sente for White, sometime before °131, to

play A5 and save the °B4 stone - would Black have to answer in order not to lose the corner? No - see Figure 10; °2 is tenuki, and leads to a double-ko. °4 and °6 are good plays.

°142 C9. If °B7 instead, then Figure 11, and W loses more by the black extension then by the loss of the five stones.

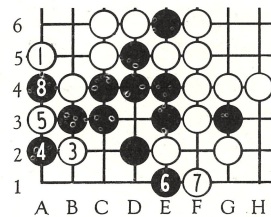


Figure 10

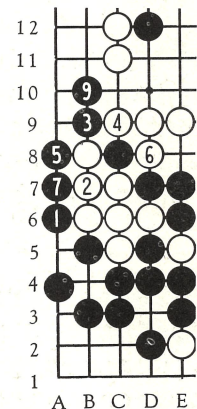
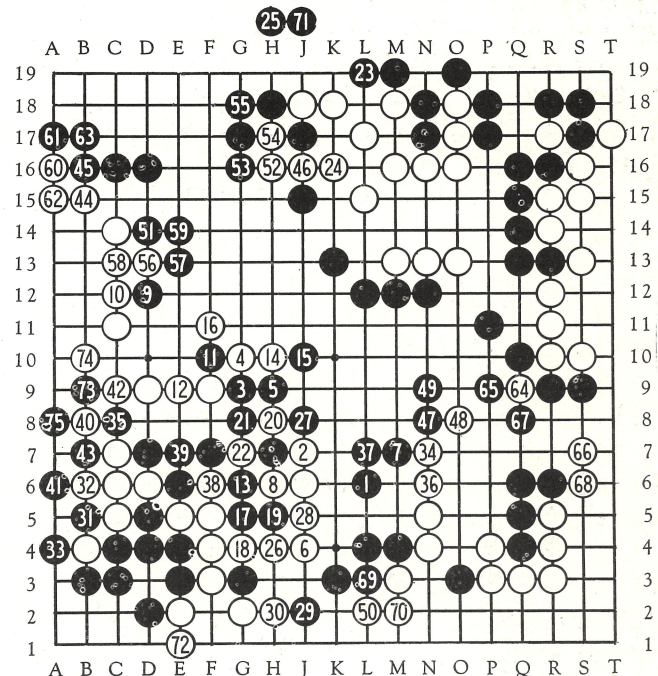


Figure 11



101 - 175

## Five Stone Fuseki (continued from page 56)

°42 B17. This is sente.

°46 R15. After this play there is little chance to invade the corner, so White takes what he can with 47 P17.

°60 E6. Black is at least twenty points ahead.



# EVEN GAME FUSEKI STUDIES

by Honinbo Shusai

## Maneuver 23

Black	White
1 R16	2 D17
3 Q3	4 P17
5 C4	

[The well known system originated by Shusaku, the strongest player of his day. Black's first three placements have been in frequent use for more than two hundred years.]

6 R5

7 Q15

Prevents W from pressing down at this point. B intends to play at R9 next. [Compare maneuvers 15 and 18 with the present situation. In maneuver 15, W allowed B's squeeze-attack from R9 and secured compensation by attacking the black stone on C4.] W's next play deserves a great deal of study. Let us consider a few of the many feasible lines of play which W might select to prevent the black squeeze-attack:

1. °R9, °R10 or R11; e.g. °8 R11, °9 P4, °10 Q7, and B is able to attack the white corner with °11 C15.

2. If °8 R9 or R10, B should consolidate with 9 E4.

3. If °8 P4, then °9 P3, °10 O4, °11 N3 and the wide extension °12 R11.

4. If °8 O4, it would suffice for B to counter at Q5 and follow the dictates of Joseki.

5. °8 F4. This is usually a sente attack - threatening an immediate W follow-up at C3, but in this case B could tenuki in favor of 9 R9, whence: °10 C3, °11 R4, °12 Q5, °13 O4, °14 P8 °15 Q10, °16 D4, °17 C5 (or °17 O9, °18 N7, °19 M4) and 18 B3.

8 R11

9 O4

Threatening an invasion at R9.

10 Q8

Customary. Against °9 P4 W would have defended at Q7.

11 O16

B naturally expects W to answer by

extending to N17, but this W may not necessarily choose to do.

12 N17

Suppose that B had played 11 C15 as suggested earlier. The sequence would be: °12 C11, °13 O16, °14 N17 - the same position by transposition.

13 C15

14 C11

15 E16

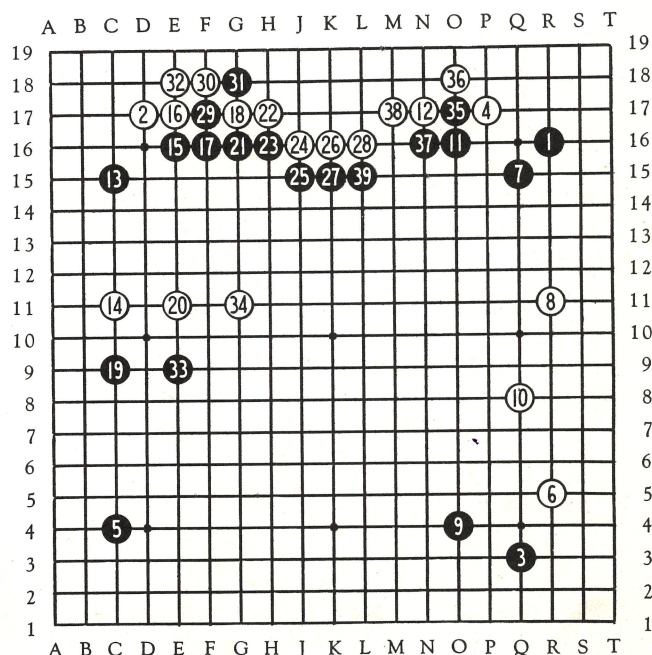
16 E17

17 F16

18 G17

19 C9

Black has successfully completed the plan initiated with 11 O16; he has acquired strength in the center by pressing down against both white positions, and now, with °19 C9, he drives the lone W post against that strength. [One of the most valuable principles of Go is illustrated here: PUSH THE ENEMY TOWARD YOUR STRENGTH.] But, although B has thus completed his intended design, it is not to be hastily determined whether or not the results are decidedly in favor of B at the expense of W. Black undoubtedly has control of the general situation in the center, but W has secured invulnerable footholds. [It is difficult to recon-



Number 23



cile this with the note on °39.] The purpose of the present discussion is to show that there is a strategy such as this.

	20 E11
21 G16	22 H17
23 H16	24 J16
25 J15	26 K16
27 K15	28 L16
29 F17	30 F18
31 G18	32 E18
33 E9	

Continuing the attack on the two white stones and strengthening his position on the south border.

	34 G11
35 O17	36 O18
37 N16	38 M17
39 L15	

Completing the bottling-up operation. It is interesting to note that there is still room for play against the white position - if °N18, W cannot connect at P18, but must instead atari at M18, and allow B's atari at P18 and subsequent capture of the corner with an atari at Q17. (If °1 N18, °2 P18, then °3 J17, °4 H18, °5 J18, °6 G19+, °7 M18! °8 L18, °9 L17!, resulting in the collapse of the white position.)

#### Maneuver 24

Black	White
1 R16	2 D17
3 Q3	4 P17
5 C4	6 R5
7 Q15	8 E3

Regarding °8, refer to the previous maneuver which considers this position in detail.

9 O16

B expects, and hopes for W's response at N17, but W is as likely as not to tenuki.

11 R9

To prevent °R4.

13 R2

15 P3

The sequence 12 - 16 is inevitable.

17 M3

B has contented himself with a mere two-skip extension on the third line

because a play such as 17 N4 would not seriously affect the white corner position and would permit a W play at L3. °17 M3 gives B a low and strong formation, so that W cannot extend very far from E3.

18 D15

If B could play 19 C13, W would not form this high corner, but would instead play at C15. B cannot afford 19 C13 because W would answer with 20 D5, and force B to run low toward the C13 post. Black must defend against °D5 before he attempts an extension along the side.

19 D3

20 E4

21 D5

If B had played at D5 without first playing D3, W could have invaded at C2; or at least, W would be more at ease in this sector. As it is, °19 D3 has forced White to anchor himself heavily with 20 E4, and permitted B to retain an offensive position.

22 C11

Otherwise °C13 with advantage.

23 L17

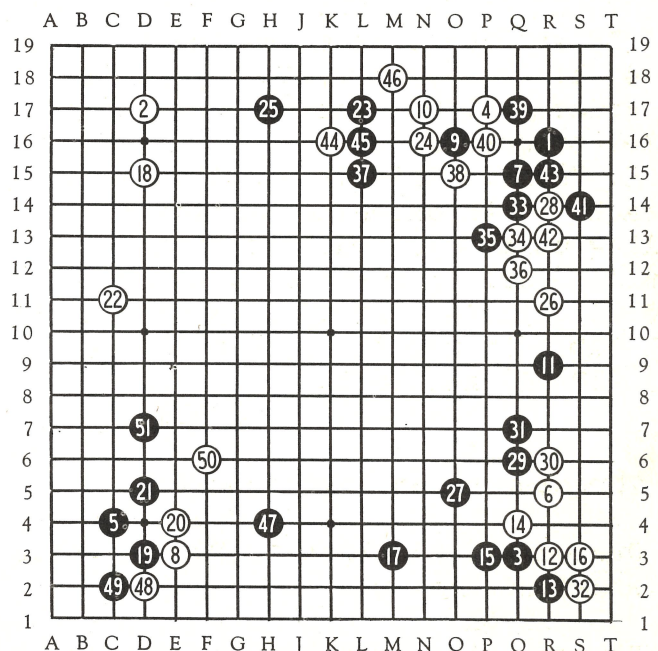
24 N16

25 H17

The sequence 23, 24, 25 is frequently seen.

26 R11

This is possible because of °N16 and the strong W formation around Q4.



Number 24

(Continued on page 61)



# HASHIMOTO - IWAMOTO GAME

White: Hashimoto, 6th Dan  
Black: Iwamoto, 8th Dan  
Played November 11th and 12th, 1953  
White won by 7 and 1/2 points (handicap 4 and 1/2 points)

Hashimoto, who was only 18 when he reached the rank of 6th Dan, is the youngest player who has taken part in the Honinbo Tournament. Young Hashimoto is not to be confused with Hashimoto the elder, formerly 8th Dan and Honinbo title holder, to whom he is not related. (The elder Hashimoto, who recently received 9th Dan from Kansei Kiin, is the tutor of the younger, however.) Hashimoto the younger was eliminated from the tournament when he lost against Suzuki, 5th Dan.

Iwamoto, 8th Dan and once Honinbo, was a strong favorite in the tournament.

Comments by both players are translated by Koshi Takashima, Nidan.

Black	White	Black	White
1 R16	O16n	51 F6	B6+
3 P17	D4	53 D8	E9
5 D16	P3	55 F8	K3n
7 P16	O14	57 H5	G6
9 Q5n	Q4n	59 K4	H6
11 P5n	R5	61 F9n	H9n
13 R6	R4	63 G10	J11
15 Q7n	P15	65 G12	D13
17 Q15	Q14	67 L3n	G14n
19 R14	Q13	69 H13	G16n
21 R13	Q12	71 G17	H17
23 N15	O15	73 F17	J5
25 O17	N16	75 H4	R12
27 R11n	Q11	77 S12	B16
29 R10	C14	79 H18	J17
31 F16	D11	81 J18	K17
33 C6	C5n	83 K13	H14n
35 D6	D9	85 J14	J12
37 C8	C9	87 J13	F11n
39 F3n	F4n	89 H10	J10
41 G4	E4	91 H12	Q10
43 B9	B10	93 R9n	C17n
45 H3	G5	95 D17	K15
47 B5	B4	97 J15	H16
49 B7	A5	99 M14n	L11

°2 O16. Rare in modern times. [I]

°9 Q5. If °R4 instead, then W would press down with a shoulder-attack at Q5, gaining advantage on the side. [I]

°10 Q4. This is a new one. [I] No, not new - it has been used two or three times in tournaments at Kansai Kiin. My intention is to take sente so I can play °16, which is very important for me. If I play at R4 instead of Q4 it is gote (°R4, °R5, °Q4, °P5, °O4.) [H]

°11 P5. If I play at R5 instead, then Figure 1; after °R2 I must play somewhere on the right side, but I don't like this form of two adjacent corners. [I]

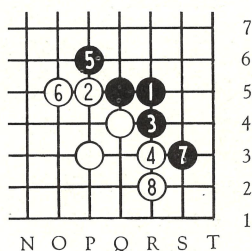
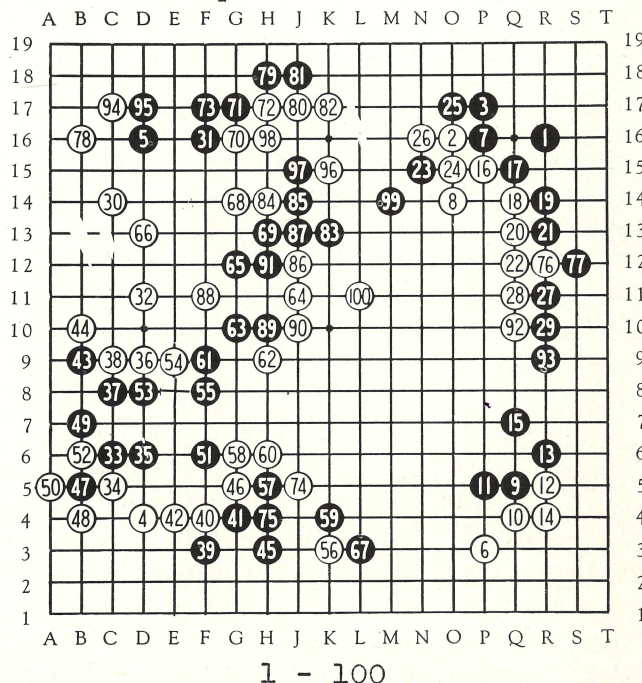


Figure 1

°15 Q7. This situation is now even for both players. °16 - 26 are inevitable plays. °23 is a help in case a ladder develops later. [I]



1 - 100



°27 R11. Looks slow but is important. [I]

If Black tenuki, °R12 is big and strong - and if Black tenuki again, then °N4 or R8. However, I am satisfied with this fuseki after °30 and °32. [H]

°34 - 36. Interesting plays. [I]

°39 F3. A doubtful choice - I think I should have played at F4. [I]

This was completely unexpected. If °F6 instead, then °F4. [H]

°40 - 42. I must separate the black stones. [H]

°56 K3. Too wide - H5 would have been better. [H]

°61 F9. I expected H8 instead - then °62 J6, °63 L3, °64 G10, °65 K8. [H]

°62 - 64 Attacking the black stones on the side and trying to take the center. [H]

°67 L3. Big, and makes this group safe, but G14 or B15 would have been better. Black's position is weak after °68 L14. [I]

°68 G14. This was a golden opportunity! [H]

°70 - 72. Very good plays. [I]

°84 H14. A vital point. [H]

°88 F11. It would have been better for me to not have played here. [H]

°93 R9. Important - if B tenuki, then °R8. [H]

°94 C17. Big sente. [I]

°99 M14. Had I played L11 instead, I could easily have made eyes. [I]

To °99 L11 I would have replied K9. I was lucky in this game to have opportunity to play the important points 84 and 100. [H]

(Continued on page 64)

Honinbo Shusai - Maneuver 24  
(Continued from page 59)

27 05

Of threefold significance: first, it threatens to encircle the 4 whites to the right; second, it further menaces the whites on E3-4, and finally, it serves as a lifeline to the embattled °R9.

28 R14

To prevent the potent °O15 which would greatly discomfort the 3 whites around N17 as well as the lone °R11.

29 Q6

30 R6

31 Q7

32 S2

A wise measure.

33 Q14

With 29 and 31 B has adjusted his position in the right hand lower quadrant; he now secures his northern positions with sente attacks against the two white groups.

34 Q13

35 P13

36 Q12

37 L15

38 O15

39 Q17

Sealing the corner by yielding one stone.

40 P16

41 S14

This and °43 are clever placements

for reducing the white territory and enlarging the black corner.

42 R13

If 42 S13, B would pitch a stone at R13 and then retreat to S15, leaving White without eyes.

42 R15

44 K16

45 L16

46 M18

44 and 46 serve to safeguard the white formation and also make possible a white stroke at J18.

47 H4

This long leap is made possible by the great strength of the black position to the left, and is played with the hope that W will be induced to respond low at H2, enabling B to extend along the side to C9.

48 D2

Not necessarily of immediate importance.

49 C2

50 F6

Intending to answer a black play at H6 with °D6.

51 D7

It could be speculated that W will now skip to H6 and upset B's territorial design in the center. Black might reply to this with a bold invasion at C13 or with a more temperate strategy commencing with a play at G14.

end



# HONINBO SHUEYI - TAMURA (SHUSAI)

White: Honinbo Shueyi, 8th Dan  
 Black: Tamura (Shusai) 6th Dan  
 Played January 19th, 1902  
 Black resigned after °164  
 Note both players later became Meijin.  
 Comments by Kato, 8th degree; translation by Koshi Takashima.

Black	White	Black	White
1 R16	D16n	51 H3	J4
3 Q3	P17	53 M3	N3
5 C4	R5	55 J3	K4
7 Q15	E3n	57 K3	L5
9 R9	D6n	59 G2	F2
11 E4	D4	61 M2	S8
13 D5	D3	63 G6n	S5n
15 C5	E5	65 S6	S3
17 E6	F4+	67 P6	S2n
19 F5	G5	69 Q2	R1n
21 E4+	C3	71 N2	Q1
23 E5	G4	73 P2	O2
25 C9n	O3n	75 P1	O1
27 O4	N4	77 T5	T4
29 O5	P3	79 R4	S4
31 Q4	Q8n	81 T2	T6+
33 Q9	P8	83 T7	R2
35 P9	O8	85 T5+	Q6
37 Q5	R8n	87 Q7+	T6+
39 O9	N8	89 N6	M6
41 R6n	N9	91 T5+	D8
43 N10	M10	93 T6n	C8
45 N11	M11	95 T1n	F8n
47 N12	M17	97 J6	B3
49 L4n	N5	99 K5	H4

°2 D16. Shueyi liked to play at the handicap point. When taking White, he played his first stone at the handicap point in more than half of his games, and won.

°8 E3. This is usually played at R9 or R10.

°10 D6. W now has an advantage in this corner and plans to use it as a base for an attack on °Q3.

°25 C9. If tenuki, W would play at D8 or D9, with a tremendous advantage on the side.

°26 O3. W plays as expected. This cannot be considered too close because

of the power of the white left side position.

°32 Q8. Not good, since it merely serves to build up a large black territory on the right side. Much better would be °32 P4, whence °33 Q5, °34 P5 °35 Q7.

°38 R8. White may also play R6, in which case Black would reply at R4.

°41 R6. Looks like a standard play, but actually loses the game. Once W has strengthened his chain through the sequence °46, °47, he can play at S8. Black cannot reply S9, because W could then rescue his R5 stone with sente through the sequence of Figure 1. This

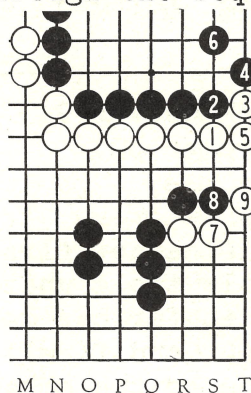


Figure 1

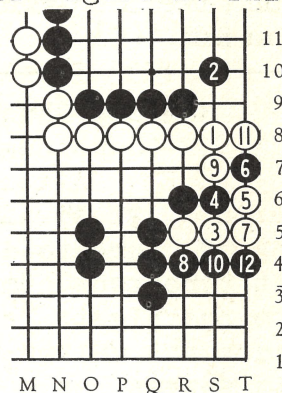
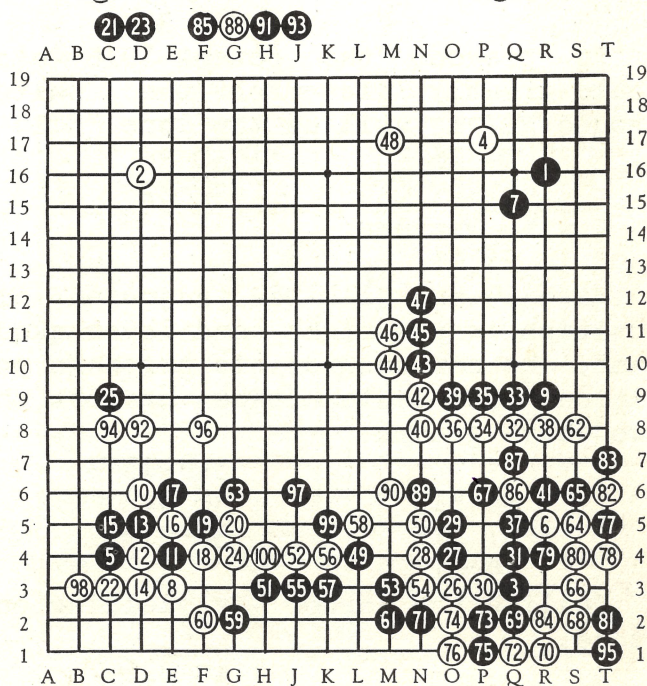


Figure 2





# Honinbo Shueyi - Tamura Game

would leave the corner very weak. (Note that it is the presence of the °T8 stone which enables W to retain sente in the rescue of °R5.) Instead B must give ground in answering °S8 by playing °S10. Now the rescue of °R5 becomes gote for White, as in Figure 2 - this time the °T8 stone is not there.

°49 L4. This is a good attack on W.

°63 G6. B should have played S6, safeguarding the corner. Should W now play H6, Black would reply G8, not G7.

°64 S5. The start of a semeai.

°68 S2. Good, better than R2.

°70 R1. To prevent the connection of the black groups.

°93 T6. If B answers °D8 he has no further Ko threats. Therefore he abandons the 8 blacks around D5 and fills the Ko.

°95 T1. Black is forced to play again, lest W begin another Ko in the corner.

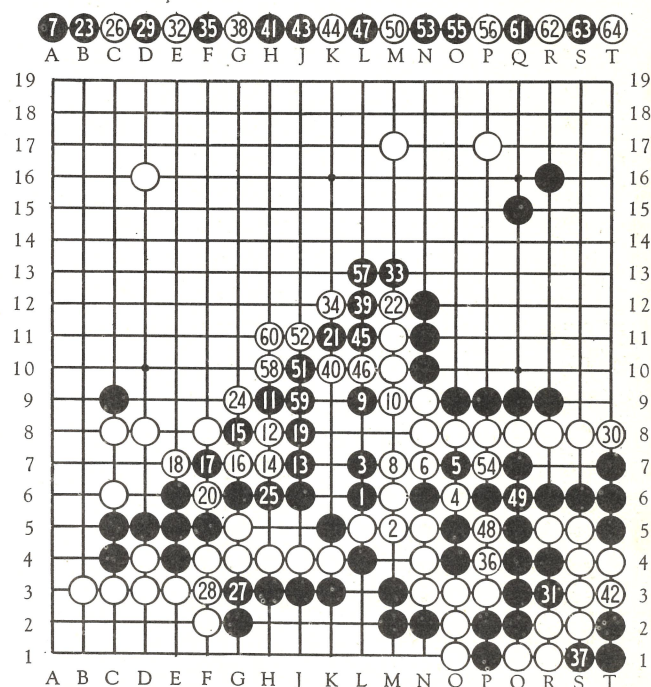
°96 F8. After this play B has no further possibility of winning the game.

Black	White	Black	White
101 L6	M5	121 K11	M12
103 L7	O6n	123 F7+	G9+
105 O7+	N7n	125 H6	F6+
107 O6	M7	127 G3	F3
109 L9	M9	129 F7+	T8
111 H9	H8	131 R3	F6+
113 J7	H7	133 M13	K12
115 G8	G7	135 F7+	P4
117 F7	E7	137 S1	F6+
119 J8	F6+n	139 L12	K10

Black	White	Black	White
141 F7+	T3+3	153 F7+	P7
143 T1	F6+	155 T2	F6+
145 L11	L10	157 L13	H10
147 F7+	P5	159 J9	H11
149 Q6	F6+	161 F7+	S1+2
151 J10	J11	163 T1	F6+

°104 - 106. Fine plays.

°120 F6. Again Ko, and again White has more threats, so that Black's valiant battle is of no avail.



101 - 164

As we close up shop for a sabbatical it is appropriate to extend a warm thank-you to those who have given indispensable help in getting out the Journal during the past five years. -

KARL DAVIS ROBINSON, for original stimulus, technical assistance and editorial work. It was his yeoman efforts which were responsible for our diagram apparatus and general format.

KOSHI TAKASHIMA, our most prolific contributor. Game after game has come from him, as our readers well know.

LIEN-SHENG YANG, whose similar contributions have been substantial, and whose cooperation has been unstinted.

BOB GILLOOLY, for the Shusai Fuseki, for acting as ambassador of good-will in Japan, and for much encouragement.

And many others who from time to time have proof-read, translated and edited material. An incomplete list would include Boris Kinsburg, Norbert Jay, William Lurie, the Chernowitz's, Ralph Fox and Takao Matsuda; readers will recall others.

Lester and Elizabeth Morris

It gives us great pleasure to report that the well-deserved Nidan diploma for Katsumi Nishiyama has just arrived from Japan!



(Continued from page 61)

Black	White	Black	White
101 L15	L13n	151 S7	T5n
103 K16	L16	153 O10	O11
105 L12	M12	155 K6	J7
107 M16	J16+	157 E3	D3
109 L14	N17	159 E1+	L6
111 K12	M11	161 K5	J9
113 M13+n	L2	163 G7	H7
115 K2	M2	165 N10	K18
117 C16	B17	167 D18	J19
119 M3	N3	169 G19	O19
121 N4	O2	171 P19	N19
123 D2	C2	173 P18	E15
125 K8	L8n	175 C1	B2
127 L9	M9	177 N11	N12
129 K9	M8	179 M17	M18
131 K11n	K7	181 F10	Q9
133 K10	N13n	183 Q8	T7
135 C18	B18	185 S8	O4
137 S5	S4	187 M5	O8
139 P9n	E2	189 M10	N5
141 F2	S13	191 M4	P10
143 S11n	N18	193 O9	O5
145 O18	R17	195 M6	N7
147 S17	Q18	197 K1	A9
149 S16n	S6	199 E11	B8+

°102 L13. Very good. [I]

°113 M13+. Black makes safe, but with gote. The game is very close. [I]

°126 L8. Good. [I]

°131 K11. Better K7. [I]

°134 N13. After this play the game favors White. [H]

°139 P9. Bad - this lost the game.

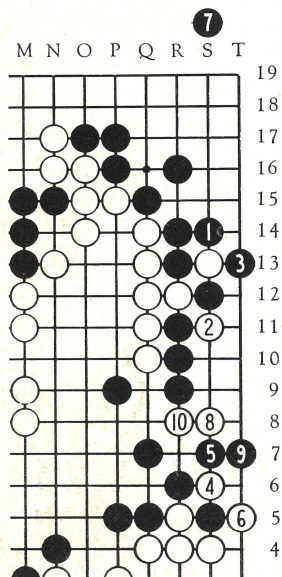


Figure 2

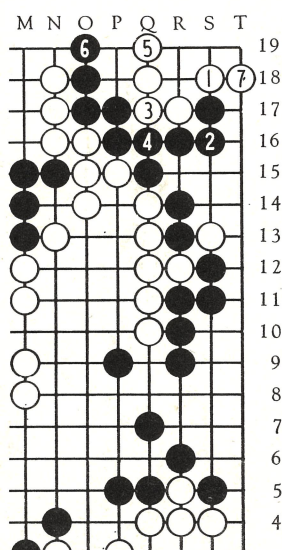


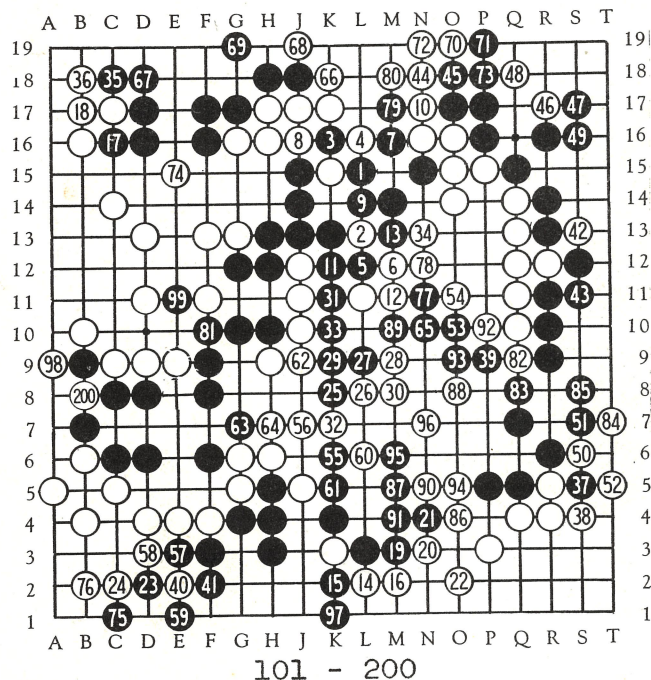
Figure 3

Black must play C3 instead, whence °B2 °D3, °B3 and then the important point °T6. [I]

°143 S11. If S14 instead, see Fig 2. White would capture one stone with sente. [If °7 tenuki, then °8.] [H]

°149 S16. Necessary - if tenuki, then Figure 3; White makes safe in the corner. Or if °S18, °Q17, °R18, °S16, °P19, °O19, °S14 and Black loses. [H]

°152 T5. After this play I am confident of winning. [H]



101 - 200

Black	White	Black	White
201 E12	E13	239 E7	C7
203 M1	D12	241 D7	D15
205 P8	P6	243 D10	C10
207 Q6	K19	245 F14	F15
209 F18	C19	247 F13	H11
211 D19	B19	249 E14	D14
213 J8	H8	251 H15	G15
215 L5	F5	253 G11	J4
217 F12	N1	255 J3	E16
219 L1	J6	257 H19	E17
221 N2	M2	259 E18	L17
223 B1	A7	261 N14	O12
225 T8	T6	263 M15	L6+
227 L7	M7	265 A2	A3
229 O7	O6	267 L7+	K16
231 N8	N6	269 K14	L6+
233 C15	B15	271 D1	L7
235 E10	E6	273 A1	E5
237 F7	D5	-	-